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SEGA CD™

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STARBLADE®

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HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.

Contents

Getting Started ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ 3

Introduction ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ 3

Names of Controller Parts ▪ ▪ ▪ ▪ ▪ ▪ 4

Game Control Summary ▪ ▪ ▪ ▪ ▪ ▪ ▪ 5

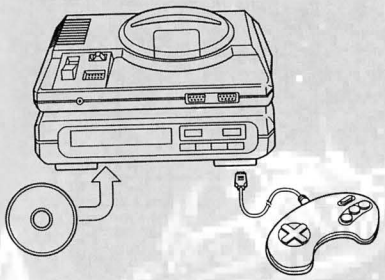
Main Game Menu ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ 5

Main Game Screen ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ 6

Missions ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ 7

Limited Warranty ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ 12

Getting Started



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the Reset Button and the disc tray will open.

4. Carefully place your Starblade CD game disc in the Sega CD System with the label-side facing up. Press the Start Button to close the tray and begin play.

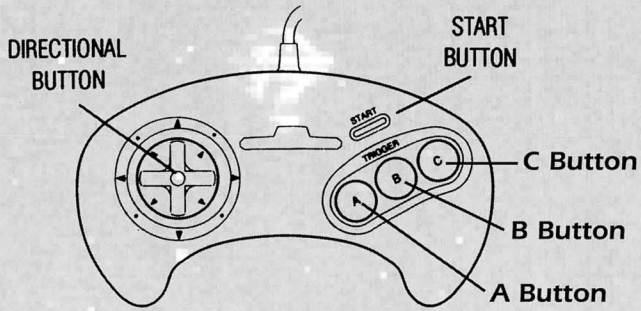
Introduction

Alert! Alert!

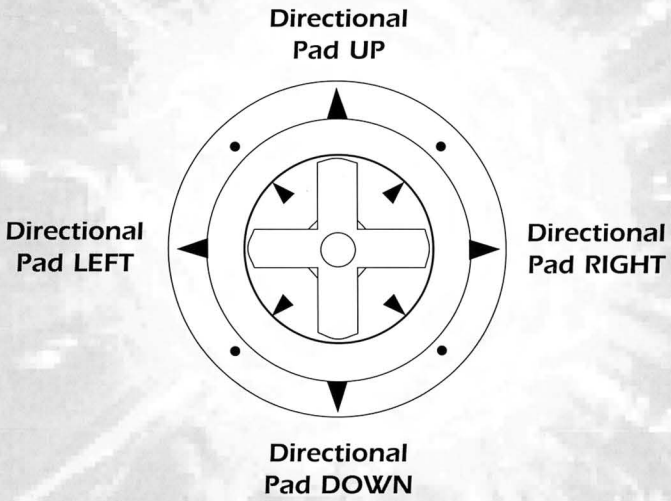
The Red Eye has its mighty wave cannon aimed at our Mother Planet. Only you can save The Federation. As "Geosword," the lead gunner for the elite Federation Star Fleet Squadron (FSF), it's up to you to save the galaxy in a virtual universe infested with wave after wave of unrelenting alien mercenaries. Descend deep into the evil mechanized Planet Red Eye and obliterate the Octopus power source. Destroy the omnipotent Iceberg battleship and the unbeatable flagship Commander.

Execute Operation Starblade... Intergalactic Armageddon has arrived!

Names of Controller Parts



This manual refers to the following directions:



Game Control Summary

TO MOVE THE CROSSHAIRS: Press the Directional Pad in any direction.

TO FIRE LASERS: Press the A, B or C Buttons.

TO PAUSE GAMEPLAY: Press the START Button.

Main Game Menu

Press the C Button to bypass the title and assignment screens and reach the Main Game Menu. Press the Directional Pad UP or DOWN to select an option and press the START Button to access the selections under that option. To make the proper adjustments under the Game Options menus, press the Directional Pad UP or DOWN. The following is a list of options that appear on the Main Game Menu.

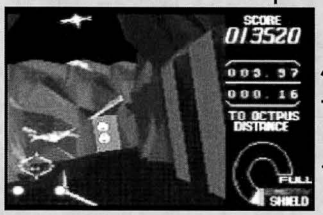
Game Start
Select this to begin play.

Control Mode
Here you can set your control mode at Reverse or Normal.

Difficulty
Here you can choose to play with a difficulty setting of Easy or Normal.

Sound Test
Here you can listen to the different sound effects in the game. To listen to a sound, make your selection and press the C Button.

Main Game Screen



Score

Time

Distance

Shield

Score
Displays your current score. You must complete all four missions to be considered for "The Great Fighters Hall of Fame".

Time
Displays how much time has elapsed on your journey.

Distance
Displays the distance to your destination.

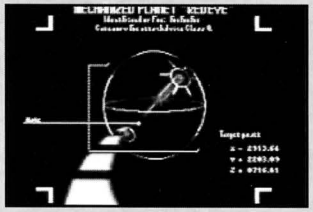
Shield
Displays the strength of your shield.

Missions

The evil, mechanized Planet Red Eye has reached the Federation of Planets and is quickly approaching our Mother Planet. Our Mother Planet will soon be within range of the Wave Cannon, Red Eye's mighty attack weapon capable of destroying entire star systems by tapping a star's energy for the weapon's power source.

To execute Operation Starblade and save the Federation from the clutches of this almighty alien armada, you must complete the following four missions.

Descend to Planet Red Eye

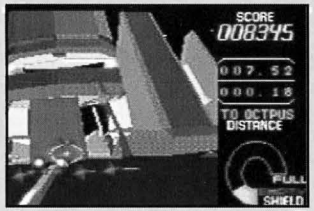


Lead Team Starblade on the descent to Planet Red Eye.

Be prepared for a deep space rumble with Red Eye cruisers, atomic destroyers, laser star fighters, pentagon fire orbs, a war-torn asteroid belt and Red Eye's virtually impenetrable defense shield.

Good luck, commander.

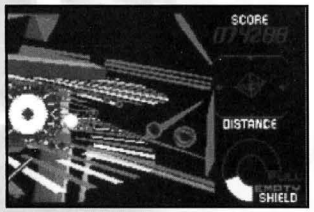
Destroy Octopus



Penetrate Red Eye's unyielding defenses and destroy the Octopus power stone, Red Eye's central energy chamber, located deep within the planet. Here you'll face an onslaught of star raiders as you make your way through Red Eye's craggy canyons and defense bases.

Navigate the Red Eye ravine to avoid radar detection and penetrate the outer defense of Octopus; beware of energy stars, atom bubbles and quarry cannons; and keep an eye on your shield generators—you don't want to lose them out here!

Obliterate Iceberg



A job well done, now it's time to head back to the mother ship. But be warned: our sensors indicate large scale warp reaction at 12 o'clock. Looks like Red Eye's mighty Battleship, "Iceberg," isn't willing to let you leave just yet.

Your new orders are to exterminate Iceberg. The best way to destroy Iceberg is to annihilate all of the giant ship's cannon protrusions. Once you've melted Iceberg, get the @#!!* outta there and come on home!

Return to Mother Ship

Well done, Geosword. Now all that separates you and a hero's welcome is...you guessed it—the Red Eye flagship "Commander."

Make every shot count! This heavily armed battle station is a virtual destruction machine. In fact, it's the Red Eye chain of command's strongest link. Blow Commander out of the galaxy and watch those Red Eye cruisers and star raiders flee for the Milky Way.

Good luck, commander. We look forward to your return!

NOTES

NOTES

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